

3. DISK FILES

3.1 User Files

3.1.1 *Temporary and permanent files*

The Monitor maintains a library of disk files for each declared userid. A single library is not permitted to span more than one disk. It is possible to declare the same userid on more than one disk and thus create two libraries with the same userid. However, these will be treated by the Monitor as entirely separate libraries.

Library files are "permanent". That is they remain in existence until explicitly deleted by user. A separate set of "temporary" disk files may also be used for the duration of a session. Files created during a session are always considered temporary, i.e. they will be scratched at the end of the session. However, the contents of temporary files can be made part of the library at any stage during a session through the control command KPF (keep file). The contents of temporary files may also be deleted at any time through the control command SCR (scratch).

Temporary files are always held on the same disk as the user library.

3.1.2 *File types*

Files are classified as "source", "object", "load" or "undefined". These file types are explained in the following paragraphs.

A source file contains a single module of CREDIT or Assembler source language. It may be created from any input device by keying-in the control command RDS (read source). It may be updated by the Line Editor.

An object file contains one or more object modules produced by the CREDIT Translator, the CREDIT Linker or the Assembler.

A load file contains a single load module generated by the Linkage Editor. A load module is a program which is ready for execution.

An undefined file contains data which is usually neither a program nor part of a program (though it **may** contain a source, object or load module). It may be created from any input device by keying-in the control command RDA (read data). It may be updated by the Line Editor.

Temporary files which are made part of the library (KPF) retain their original file types.

3.1.3 *File assignment*

The user may assign temporary disk files of undefined type during a session. This is done via the control command ASG (assign). These files are empty until the user writes data to them (see section 6.6 for more details).

In addition, certain control commands automatically assign temporary disk files. For example, if the user keys-in RDS (read source) a temporary source file will be automatically assigned. Data will then be read from the source input device and will be written to the temporary source file (see sections 4.1 and 6.4 for more details). These files are given the names /S, /O or /L. The /S file is a temporary source file. The /O file is a temporary object file. The /L file is a temporary load file.

Note that the mnemonics /S, /Ø and /L may have a different meaning in control commands DEL, LST, PCH and PRT. In these commands the mnemonics may be used together with a file name to specify a source, object or load library file. This difference is important and should be noted. Apart from the description of the above commands in section 6.12 the mnemonics /S, /Ø and /L will be used to refer to the temporary files only.

At any time there is only one /S file, one /Ø file and/or one /L file in existence. This means, for example, that if two RDS commands are keyed-in the second RDS command overwrites the data written by the first RDS command.

The automatic assignment of /S, /Ø and /L files means that the user normally does not have to explicitly assign temporary disk files. However, in certain commands the user may, if he wishes, specify that a file other than the /S, /Ø or /L file must be assigned.

3.1.4 Keeping files

As mentioned above, the control command KPF (keep file) is used to incorporate temporary files into the users library. When a file is made permanent it may be given the file name specified in the KPF command. The format of this name is defined in appendix A; it may be upto six characters long. Alternately, if the file being kept is a source or load module, the module name may be automatically taken as the file name. The format of a module name is also defined in appendix A; it may be upto six characters long.

The relationship between temporary files and permanent files is discussed in the following paragraph.

In the case of temporary user (i.e. undefined) files and the /S and /L files the KPF control command registers each file as an individual permanent file, deleting any file of the same name that was previously in the library. This is not the case for the /Ø file: only one permanent object file exists for each userid. If a /Ø file is made permanent the contents of the file are added to the users permanent object file, deleting any module of the same name that was previously in the permanent file.

The permanent object file must be specified in certain control commands. The following mnemonics are used for this purpose:

- /ØB denotes the complete object file of the current userid (control commands DEL, LSD and PRD)
- /ØBJCT denotes the complete object file of the specified userid (control command INC)

In the remainder of this Manual the mnemonic /ØBJCT will be used to refer to the permanent object file.

3.2 System Files

The system library has the same structure as a user library. It contains the DOS6800 Monitor, processors, utilities and catalogued procedures. Control commands may be used to interrogate or modify the system library.

However, when referring to the system library in a control command either the current userid must be **SYSTEM** (a system session) or the userid **SAG** must be specified in the control command.

In addition to the system library a system disk normally contains several TOSS System Software libraries. These libraries are used for generating TOSS Monitors and link editing application programs. They have the same structure as user libraries. The userids of these libraries are **TOSSUTIL**, **INT:PROD** and **TOSSWORK**.